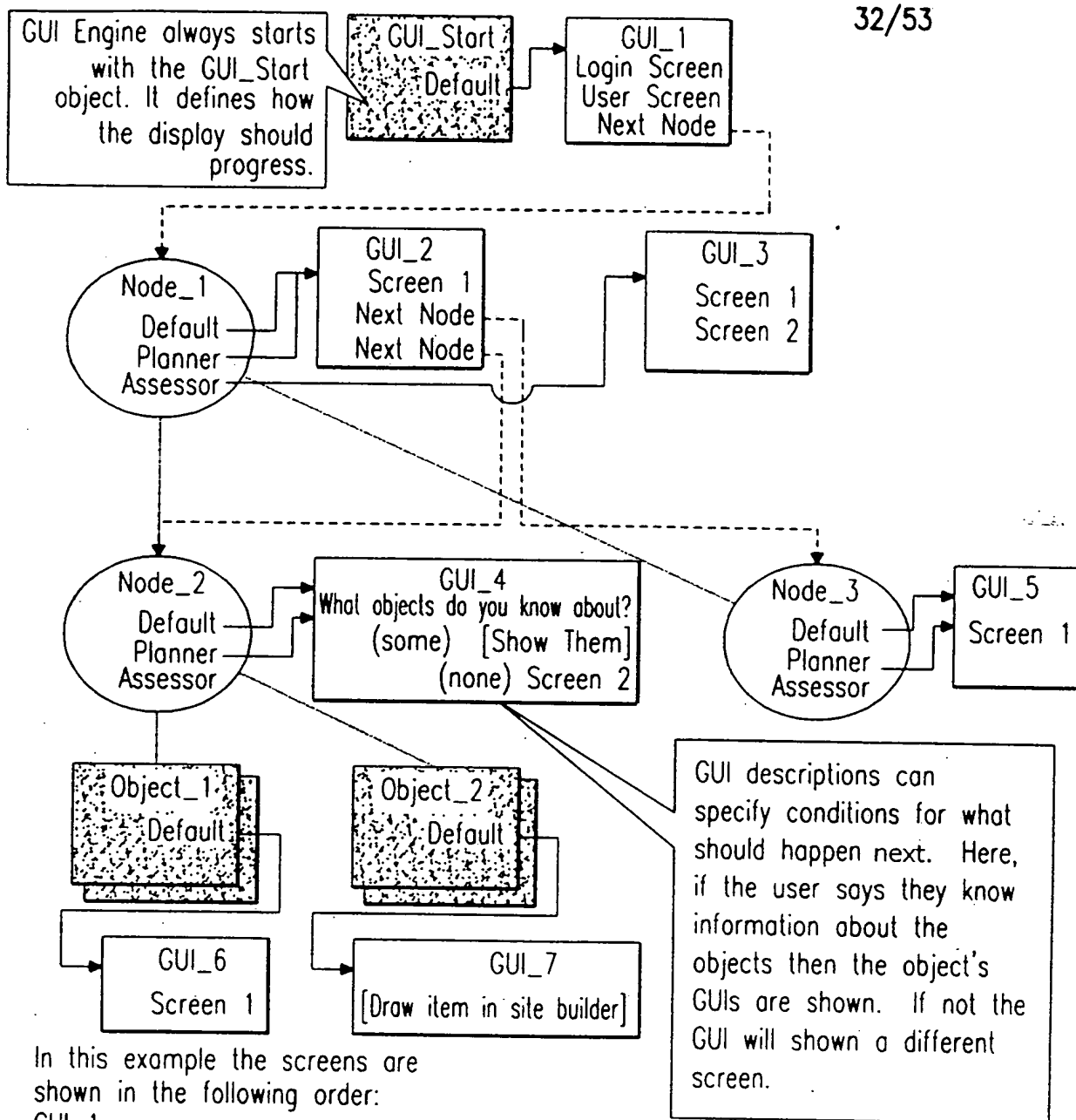


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In this example the screens are shown in the following order:

GUI_1

GUI_2 *

GUI_5 **

GUI_4

GUI_6 ***

GUI_7

Site Builder ****

* Assuming the user is a planner

** GUI_2 specifies Node_3 comes before Node_2

*** GUI_4 does not specify where to go next, so the engine moves down the tree to find relationships.

**** GUI_7 specifies to use the Site Builder to define the object

Legend

○ Node in the Node Tree

□ GUI description object

▣ Object in the Data Model

— Node Tree relationship

→ Pointer to a GUI Description

---> Pointer back to a node

FIG.32

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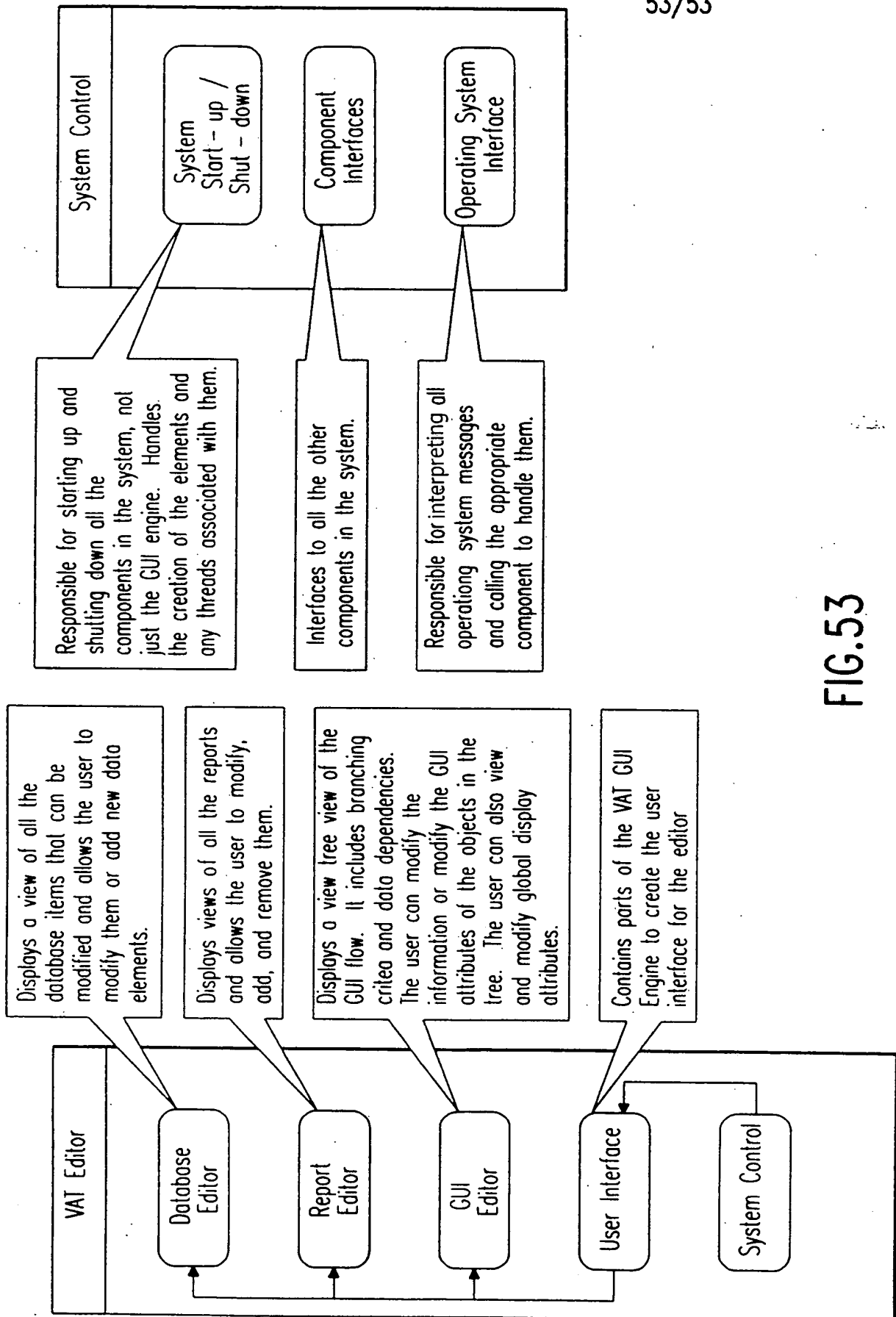


FIG.53